

## EAST Search History

## EAST Search History (Prior Art)

| Ref # | Hits | Search Query   | DBs                    | Default Operator | Plurals | Time Stamp       |
|-------|------|--|------------------------|------------------|---------|------------------|
| L14   | 123  | ((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3 or render\$3 or gam\$3)) same2 ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)   | US-PGPUB; USPAT; USOOR | OR               | ON      | 2010/10/13 00:01 |
| L12   | 42   | ((345/619,581,582,629,649.ccls. or 382/154,276-308.ccls.) and ((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3 or render\$3)) and ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual) | US-PGPUB; USPAT; USOOR | OR               | ON      | 2010/10/13 00:00 |
| L7    | 86   | ("463".clas. or D21.clas. or "382".clas.) and ((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3 or render\$3)) and ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)                 | US-PGPUB; USPAT; USOOR | OR               | ON      | 2010/10/12 23:50 |
| L6    | 33   | ("463".clas. or D21.clas. or "382".clas.) and ((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3 or render\$3)) same2 ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)               | US-PGPUB; USPAT; USOOR | OR               | ON      | 2010/10/12 23:45 |

|    |     |   |                        |    |    |                  |
|----|-----|---|------------------------|----|----|------------------|
| L5 | 67  | ("463".clas. or D21.clas. or "382". clas.) and (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3 or render\$3)) same2 ((camera or (view?point or viewpoint)) near3 virtual) with (rotat\$3 or rotation\$4 or orbital \$3 or pivot\$4 or revolv\$3) | US-PGPUB; USPAT; USOCR | OR | ON | 2010/10/12 23:41 |
| L4 | 67  | ("463".clas. or D21.clas. or "382". clas.) and (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3)) same2 ((camera or (view?point or viewpoint)) near3 virtual) with (rotat \$3 or rotation\$4 or orbital\$3 or pivot \$4 or revolv\$3)             | US-PGPUB; USPAT; USOCR | OR | ON | 2010/10/12 23:35 |
| L3 | 142 | ("463".clas. or D21.clas. or "382". clas.) and (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or portion or imag\$3)) and ((camera or (view?point or viewpoint)) near3 virtual) with (rotat \$3 or rotation\$4 or orbital\$3 or pivot \$4 or revolv\$3)               | US-PGPUB; USPAT; USOCR | OR | ON | 2010/10/12 23:35 |

## EAST Search History (Interference)

| Ref # | Hits | Search Query   | DBs                   | Default Operator | Plurals | Time Stamp       |
|-------|------|--|-----------------------|------------------|---------|------------------|
| L11   | 6    | (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or imag\$3 or render\$3 or alter\$4 or gam \$3)) same ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)). cm. | US-PGPUB; USPAT; UPAD | OR               | ON      | 2010/10/12 23:58 |

|     |    |   |                       |    |    |                  |
|-----|----|---|-----------------------|----|----|------------------|
| L10 | 12 | (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional") with (shape or model\$3 or imag\$3 or render\$3 or alter\$4 or gam\$3)) and ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)). ctm. | US-PGPUB; USPAT; UPAD | OR | ON | 2010/10/12 23:58 |
| L8  | 12 | (((3d or "3"?dimension\$3 or three?dimension\$3 or "3 dimensional" or "three dimensional" or portion or imag\$3 or render\$3)) and ((rotat\$3 or rotation\$4 or orbital\$3 or pivot\$4 or revolv\$3) with (object or target) same (camera or (view?point or viewpoint)) near3 virtual)). ctm.                                     | US-PGPUB; USPAT; UPAD | OR | ON | 2010/10/12 23:56 |

10/13/2010 12:08:31 AM

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